What is claimed is:

1. A deck of playing card comprising at least a first set of playing cards and a second set of playing cards, where:

(a) each set comprises 2M + 1 playing cards;

(b) each playing card of each set comprises a playing face and a rear face;

(c) each playing face of each playing card of the first set displays an integer within the range of –M to M which is different from all the other integers displayed on all the other playing faces of the playing cards of the first set;

(d) each playing face of each playing card of the second set displays an integer within the range of –M to M which is different from all the other integers displayed on all the other playing faces of the playing cards of the second set; and

(e) M is an integer at least equal to 10.

2. The deck of claim 1 where M equals 12.

3. The deck of claim 1 where M equals 13.

4. The deck of claim 1 further comprising a third set of playing cards and a fourth set of playing cards, where:

(e) each playing face of each playing card of the third set displays an integer within the range of –M to M which is different from all the other integers displayed on all the other playing faces of the playing cards of the third set; and

(d) each playing face of each playing card of the fourth set displays an integer within the range of –M to M which is different from all the other integers displayed on all the other playing faces of the playing cards of the fourth set.

5. A dice game apparatus comprising at least a first numerical die having N_1 faces, where

(a) N_1 is an integer at least equal to 10; and

(b) each face of the first numerical die bears a different first integer within the range of -1 to $-N_1$.

6. The dice game apparatus of claim 5 where N_1 equals 10.

7. The dice game apparatus of claim 5 where N_1 equals 12.

8. The dice game apparatus of claim 5 further comprising at least one additional numerical die selected from the group consisting of a second numerical die having N_2 faces, a third numerical die having N_3 faces, and a fourth numerical die having N_4 faces, where

(c) N_2 is an integer at least equal to 10;

(d) each face of the second numerical die bears a different second integer within the range of -1 to $-N_2$;

(e) N_3 is an integer at least equal to 10;

(f) each face of the third numerical die bears a different third integer within the range of 1 to N_3;

(g) N_4 is an integer at least equal to 10; and

(h) each face of the fourth numerical die bears a different fourth integer within the range of 1 to N_4.

9. The dice game apparatus of claim 8 further comprising at least one operator die selected from the group consisting of a first operator die having O_1 faces and a second operator die having O_2 faces, where

(i) O_1 is an integer at least equal to 10;

(j) X_1 faces of the first operator die bear a fifth indicia representing the mathematical operation of addition, with X_1 being an integer from 1 to $2/3O_1$;

(k) Y_1 faces of the first operator die bear a sixth indicia representing the mathematical operation of subtraction, with Y_1 being an integer from 1 to $2/3O_1$;

(l) Z_1 faces of the first operator die bear a seventh indicia representing mathematical operations that a player can choose, with Z_1 being an integer from 0 to $2/3O_1$;

(m) $X_1 + Y_1 + Z_1 = O_1$;

(n) O_2 is an integer at least equal to 10;

(o) X_2 faces of the second operator die bear an eighth indicia representing the mathematical operation of addition, with X_2 being an integer from 1 to $2/3O_2$;

(p) Y_2 faces of the second operator die bear a ninth indicia representing the mathematical operation of subtraction, with Y_2 being an integer from 1 to $2/3O_2$;

(q) Z_2 faces of the second operator die bear a tenth indicia representing mathematical operations that a player can choose, with Z_2 being an integer from 0 to $2/3O_2$;

(r) A_2 faces of the second operator die bear an eleventh indicia representing the mathematical operation of multiplication, with A_2 being an integer from 1 to $2/3O_2$; and

(s) $X_2 + Y_2 + Z_2 + A_2 = O_2$.

10. The dice game apparatus of claim 5 further comprising a second numerical die having N_2 faces, a third numerical die having N_3 faces, a fourth numerical die having N_4 faces, a first operator die having O_1 faces, and a second operator die having O_2 faces, where

(c) N_2 is an integer at least equal to 10;

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(d) each face of the second numerical die bears a different second integer within the range of -1 to $-N_2$;

(e) N_3 is an integer at least equal to 10;

(f) each face of the third numerical die bears a different third integer within the range of 1 to N_3;

(g) N_4 is an integer at least equal to 10;

(h) each face of the fourth numerical die bears a different fourth integer within the range of 1 to N_2;

(i) O_1 is an integer at least equal to 10;

(j) X_1 faces of the first operator die bear a fifth indicia representing the mathematical operation of addition, with X_1 being an integer from 1 to $2/3O_1$;

(k) Y_1 faces of the first operator die bear a sixth indicia representing the mathematical operation of subtraction, with Y_1 being an integer from 1 to $2/3O_1$;

(l) Z_1 faces of the first operator die bear a seventh indicia representing mathematical operations that a player can choose, with Z_1 being an integer from 0 to $2/3O_1$;

(m) $X_1 + Y_1 + Z_1 = O_1$;

(n) O_2 is an integer at least equal to 10;

(o) X_2 faces of the second operator die bear an eighth indicia representing the mathematical operation of addition, with X_2 being an integer from 1 to $2/3O_2$;

(p) Y_2 faces of the second operator die bear a ninth indicia representing the mathematical operation of subtraction, with Y_2 being an integer from 1 to $2/3O_2$;

(q) Z_2 faces of the second operator die bear a tenth indicia representing mathematical operations that a player can choose, with Z_2 being an integer from 0 to $2/3O_2$;

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(r) A_2 faces of the second operator die bear an eleventh indicia representing the mathematical operation of multiplication, with A_2 being an integer from 1 to $2/3O_2$; and

(s) $X_2 + Y_2 + Z_2 + A_2 = O_2$.

11. The dice game apparatus of claim 10 where $N_1 = N_2 = N_3 = N_4 = O_1 = O_2 = 10$.

12. The dice game apparatus of claim 10 where $N_1 = N_2 = N_3 = N_4 = O_1 = O_2 = 12$.

13. A method for playing dice comprising at least the steps of:

(a) rolling at least two numerical dice with one of the numerical die being a first numerical die having N_1 faces and the other numerical die being selected from the group consisting of a second numerical die having N_2 faces, a third numerical die having N_3 faces, and a fourth numerical die having N_4 faces;

(b) rolling an operator die selected from the group consisting of a first operator die having O_1 faces and a second operator die having O_2 faces; and

(c) solving the mathematical problem posed by the uppermost indicia on the two numerical dice and the operator die,

where

(i) N_1 is an integer at least equal to 10;

(ii) each face of the first numerical die bears a different first integer within the range of -1 to $-N_1$;

(iii) N_2 is an integer at least equal to 10;

(iv) each face of the second numerical die bears a different second integer within the range of -1 to $-N_2$;

(v) N_3 is an integer at least equal to 10;

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(vi) each face of the third numerical die bears a different third integer within the range of 1 to N_3;

(vii) N_4 is an integer at least equal to 10;

(viii) each face of the fourth numerical die bears a different fourth integer within the range of 1 to N_4;

(ix) O_1 is an integer at least equal to 10;

(x) X_1 faces of the first operator die bear a fifth indicia representing the mathematical operation of addition, with X_1 being an integer from 1 to $2/3O_1$;

(xi) Y_1 faces of the first operator die bear a sixth indicia representing the mathematical operation of subtraction, with Y_1 being an integer from 1 to $2/3O_1$;

(xii) Z_1 faces of the first operator die bear a seventh indicia representing mathematical operations that a player can choose, with Z_1 being an integer from 0 to $2/3O_1$;

(xiii) $X_1 + Y_1 + Z_1 = O_1$;

(xiv) O_2 is an integer at least equal to 10;

(xv) X_2 faces of the second operator die bear an eighth indicia representing the mathematical operation of addition, with X_2 being an integer from 1 to $2/3O_2$;

(xvi) Y_2 faces of the second operator die bear a ninth indicia representing the mathematical operation of subtraction, with Y_2 being an integer from 1 to $2/3O_2$;

(xvii) Z_2 faces of the second operator die bear a tenth indicia representing mathematical operations that a player can choose, with Z_2 being an integer from 0 to $2/3O_2$;

(xviii) A_2 faces of the second operator die bear an eleventh indicia representing the mathematical operation of multiplication, with A_2 being an integer from 1 to $2/3O_2$; and

(xix) $X_2 + Y_2 + Z_2 + A_2 = O_2$.

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14. The method of claim 13 where steps (a) through (b) are performed substantially simultaneously.

15. The method of claim 13 where steps (a) through (c) are performed a plurality of times.

16. The method of claim 13 where
steps (a) through (b) are performed substantially simultaneously and
steps (a) through (c) are performed a plurality of times.

17. A deck of playing card comprising at least a first set of playing cards and a second set of playing cards, where:

(a) each set comprises M + 1 playing cards;

(b) each playing card of each set comprises a playing face and a rear face;

(c) each playing face of each playing card of the first set displays an integer within the range of 0 to M which is different from all the other integers displayed on all the other playing faces of the playing cards of the first set;

(d) each playing face of each playing card of the second set displays an integer within the range of 0 to M which is different from all the other integers displayed on all the other playing faces of the playing cards of the second set; and

(e) M is an integer at least equal to 10.

18. The deck of claim 17 further comprising a third set of playing cards and a fourth set of playing cards, where:

(f) each playing face of each playing card of the third set displays an integer within the range of 0 to M which is different from all the other integers displayed on all the other playing faces of the playing cards of the third set; and

(g) each playing face of each playing card of the fourth set displays an integer within the range of 0 to M which is different from all the other integers displayed on all the other playing faces of the playing cards of the fourth set.

19. The deck of claim 18 where M equals 12.

20. The deck of claim 18 where each integer is displayed as a symbolic indicia of numerical value and as a pictorial indicia of numerical value.